

4月24日の授業中に作成したサンプルプログラム

情報メディア学科佐藤尚

```
//その1
int cx;
int cy;

size(600,400);
cx = 300;
cy = 200;
line(cx,cy,cx,0);
line(cx,cy,0,400);
line(cx,cy,600,400);
```

```
//その2
int cx;
int cy;

size(600,400);
cx = 600/2;
cy = 400/2;
line(cx,cy,cx,0);
line(cx,cy,0,400);
line(cx,cy,600,400);
```

```
//その3
int cx;
int cy;

size(600,400);
cx = 600/2;
println(cx);
cy = 400/2;
line(cx,cy,cx,0);
line(cx,cy,0,400);
line(cx,cy,600,400);
println(cy);
```

```
//その4
size(480,120);
```

```
/*
ellipse(75,60,80,80);
ellipse(175,60,80,80);
ellipse(275,60,80,80);
*/
```

```
//その 5  
int y;  
int x;  
int d;  
int dx;
```

```
void setup() {  
  size(480, 120);  
  y = height/2;  
  x = 0;  
  //x = width;  
  d = 80;  
  //dx = 1;  
  dx = 2;  
  //frameRate(1);  
}
```

```
void draw() {  
  background(255, 255, 255);  
  stroke(255, 0, 0);  
  line(x, 0, x, height);  
  fill(255, 0, 0);  
  ellipse(x, y, d, d);  
  x = x+dx;  
  println(x);  
}
```

```
//その 6  
int y;  
int x;  
int d;  
int dy;
```

```
void setup() {  
  size(480, 600);  
  y = height/2;  
  x = width/2;  
  d = 80;  
  dy = -1;  
}
```

```
void draw() {  
  background(255, 255, 255);  
  stroke(255, 0, 0);  
  line(x, 0, x, height);
```

```
    fill(255, 0, 0);
    ellipse(x, y, d, d);
    y = y + dy;
    println(y, dy);
}
```

```
//その7
```

```
int y;
float x;
int d;
float dx;
```

```
void setup() {
    size(480, 120);
    y = height/2;
    x = 0;
    //x = width;
    d = 80;
    //dx = 1;
    dx = 1.0;
    //frameRate(1);
}
```

```
void draw() {
    background(255, 255, 255);
    stroke(255, 0, 0);
    line(x, 0, x, height);
    fill(255, 0, 0);
    ellipse(x, y, d, d);
    x = x+dx;
    println(x);
}
```

```
//その8
```

```
int d;
int w;
```

```
void setup(){
    size(400,400);
    noFill();
    d = 5;
    w = 0;
    frameRate(3);
}
```

```
void draw(){
    rect(0,0,w,w);
    w = w + d;
}
```

```
//その 9
int x;

void setup() {
  size(400, 400);
}

void draw() {
  background(255, 255, 255);
  line(x, 0, x, height);
  x = x+1;
}
```

```
//その 10
int d;
int w;

void setup(){
  size(400,400);
  noFill();
  d = 5;
  w = 0;
  frameRate(3);
}

void draw(){
  background(255,255,255);
  rect(0,0,w,w);
  w = w + d;
}
```